

ABSTRAK

**PENGEMBANGAN APLIKASI *GAME* EDUKASI BERBASIS MULTIMEDIA  
DALAM PELAJARAN AKUNTANSI PADA MATERI MENCATAT  
TRANSAKSI KE DALAM JURNAL UMUM**

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Penelitian ini bertujuan untuk mengembangkan aplikasi *game* edukasi berbasis multimedia yang dapat digunakan sebagai media dalam pembelajaran akuntansi bagi siswa SMK Kelas X semester I.

Jenis penelitian ini adalah penelitian dan pengembangan (*research and development* atau R&D). Pengembangan aplikasi *game* edukasi berbasis multimedia dilakukan berdasarkan langkah-langkah desain sistem pembelajaran menurut Dick and Carey. Validasi dilakukan oleh satu orang ahli materi dan satu orang ahli media. Subjek uji coba produk adalah siswa SMK Negeri 1 Sragen kelas X semester I. Uji coba terdiri dari tiga tahap yaitu: uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan. Data dikumpulkan dengan kuesioner dan wawancara. Hasil penilaian mengenai kualitas produk dan saran dari ahli media dan siswa SMK Negeri 1 Sragen kelas X semester I menjadi dasar analisis dan merevisi produk.

Hasil penelitian menunjukkan bahwa aplikasi *game* edukasi berbasis multimedia yang dikembangkan layak digunakan untuk pembelajaran akuntansi khususnya materi mencatat transaksi ke dalam umum bagi siswa SMK kelas X. Hal ini ditunjukkan oleh: (1) hasil penilaian ahli materi termasuk dalam kriteria "sangat baik" dengan rata-rata skor sebesar 4,24; (2) hasil penilaian ahli media termasuk dalam kriteria "sangat baik" dengan rata-rata skor sebesar 4,30; (3) hasil penilaian uji coba perorangan termasuk dalam kriteria "sangat baik" dengan rata-rata sebesar 4,42; (4) hasil penilaian uji coba kelompok kecil termasuk dalam kriteria "sangat baik" dengan rata-rata 4,76; (5) hasil penilaian uji coba lapangan termasuk dalam kriteria "sangat baik" dengan rata-rata sebesar 4,59.

**ABSTRACT**  
**THE DEVELOPMENT OF EDUCATION GAME APPLICATION**  
**WITH MULTIMEDIA BASED ON THE**  
**ACCOUNTING SUBJECT IN WRITING THE**  
**TRANSACTIONS INTO THE GENERAL JOURNAL**

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This study aims to develop the education game application with multimedia as a media in learning the accounting subject for the tenth grade students in the first semester of Vocational High School.

This research is Research and Development (R&D). The development of education game application with multimedia based on the uses learning system design according to Dick and Carey. The validation was done by the expert of this material and media expert. The samples were the tenth grade students in the first semester of Vocational High School 1 Sragen. The trials consisted of three steps: individual, small group and field trial. The data were obtained by questionnaire and interview. The result of the assesment of the product quality and the suggestion from the expert of this material, media expert and the tenth grade students in the first semester of Vocational High School 1 Sragen became the basis of the analysis and revisian.

The result of this research shows that the education game application with the basis of multimedia which is being developed was suitable to be applied for accounting subject, especially for writing the transaction into general journal for the tenth grade students of Vocational High School. It is indicated by; (1) the result of the assessment from the material expert is “very good” with the average score is about 4,24; (2) The result of the assessment of the media expert is “very good” with the average score is about 4,30; (3) The result of the assessment from individual trial is “very good” with the average score is about 4,42; (4) the result of the assessment from small group trial is “very good” with the average score is about 4,76; (5) The result of the assessment from the field trial is “very good” with the average score is about 4,59.